DREADNOK WAR
PART 2 OF 5
JOSHUA WILLIAMSON
TOM REILLY
JORDIE BELLAIRE
G.I. JOE
image
#14

# ENERGON UNIVERSE

## CODENAME:

# G.I. JOE

[MISSION LOG [03.014.01]]

## LEAD OPERATIVES:

**JOSHUA WILLIAMSON**
[WRITER]

**TOM REILLY**
[ARTIST]

**JORDIE BELLAIRE**
[COLORIST]

**RUS WOOTON**
[LETTERER]

## COVER SUPPORT:

**TOM REILLY**

**ERIC CANETE**

**BEN OLIVER**

**JESUS MERINO & ADRIANO LUCAS**

**CARMINE DI GIANDOMENICO**

**BJÖRN BARENDS**

## GROUND SUPPORT:

**BEN ABERNATHY**
[EDITOR]

**ANDRES JUAREZ**
[PUBLICATION DESIGN]

**ABIGAIL LEE**
[PRODUCTION]


SPECIAL THANKS TO HASBRO'S ED LANE, KELLY ROSE JOHNSON, LINDA LEE & TAYLA REO FOR THEIR INVALUABLE ASSISTANCE.

Licensed by: Hasbro



FOR SKYBOUND ENTERTAINMENT

**ROBERT KIRKMAN**
*CHAIRMAN*

**DAVID ALPERT**
*CEO*

**SEAN MACKIEWICZ**
*SVP, PUBLISHER*

**ANDRES JUAREZ**
*CREATIVE DIRECTOR, EDITORIAL*

**ARUNE SINGH**
*VP, BRAND, EDITORIAL*

**SHANNON MEEHAN**
*SR. PUBLIC RELATIONS MANAGER*

**ALEX ANTONE**
*EDITORIAL DIRECTOR*

**BEN ABERNATHY**
*EXECUTIVE EDITOR*

**DIEGS LOPEZ**
*SR. EDITOR*

**NACHIE MARSHAM**
*SR. EDITOR*

**CAITLIN CHAPPELL**
*ASSISTANT EDITOR*

**BLAKE KOBASHIGAWA**
*SR. DIRECTOR, BUSINESS DEVELOPMENT, EDITORIAL*

**JILLIAN CRAB**
*ASSOCIATE ART DIRECTOR, EDITORIAL*

**ABIGAIL LEE**
*PRODUCTION ARTIST*

**RICHARD MERCADO**
*PRODUCTION ARTIST*

**ALEX HARGETT**
*DIRECTOR OF BRAND, EDITORIAL*

**ANA ESCALERA**
*BRAND MANAGER, EDITORIAL*

**EV CLEMENTS**
*BRAND SPECIALIST, EDITORIAL*

**ANNA GEORGE**
*BRAND COORDINATOR, EDITORIAL*

**GREG FOREMAN**
*SR. CROWDFUNDING MANAGER*

**DAN PETERSEN**
*SR. DIRECTOR, PUBLISHING OPERATIONS*

**FOREIGN RIGHTS & LICENSING INQUIRIES:**
**FOREIGNLICENSING@SKYBOUND.COM**

**SKYBOUND.COM**

FOR IMAGE COMICS, INC:

**ROBERT KIRKMAN**
*CHIEF OPERATING OFFICER*

**ERIK LARSEN**
*CHIEF FINANCIAL OFFICER*

**TODD MCFARLANE**
*PRESIDENT*

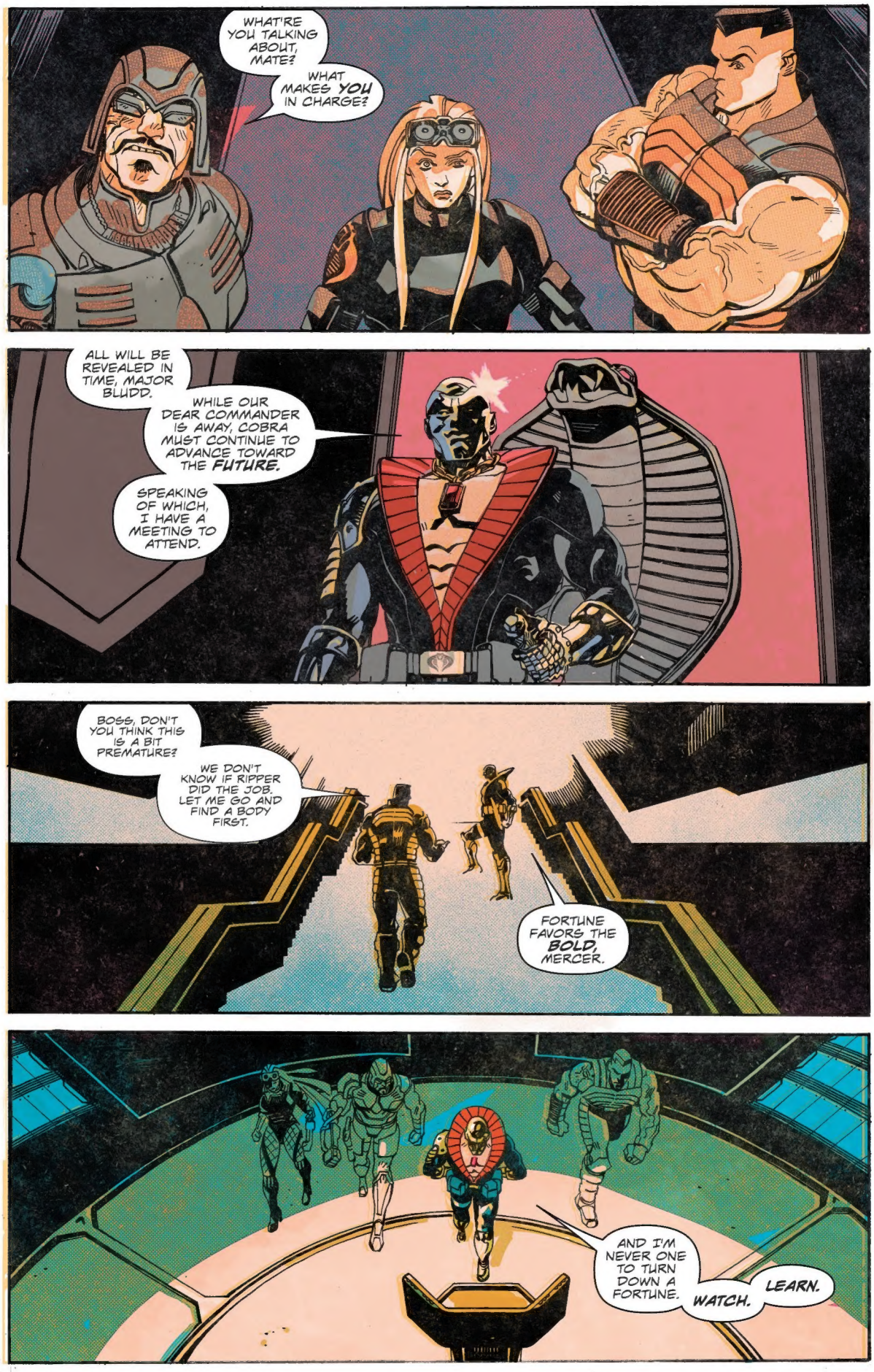
**MARC SILVESTRI**
*CHIEF EXECUTIVE OFFICER*

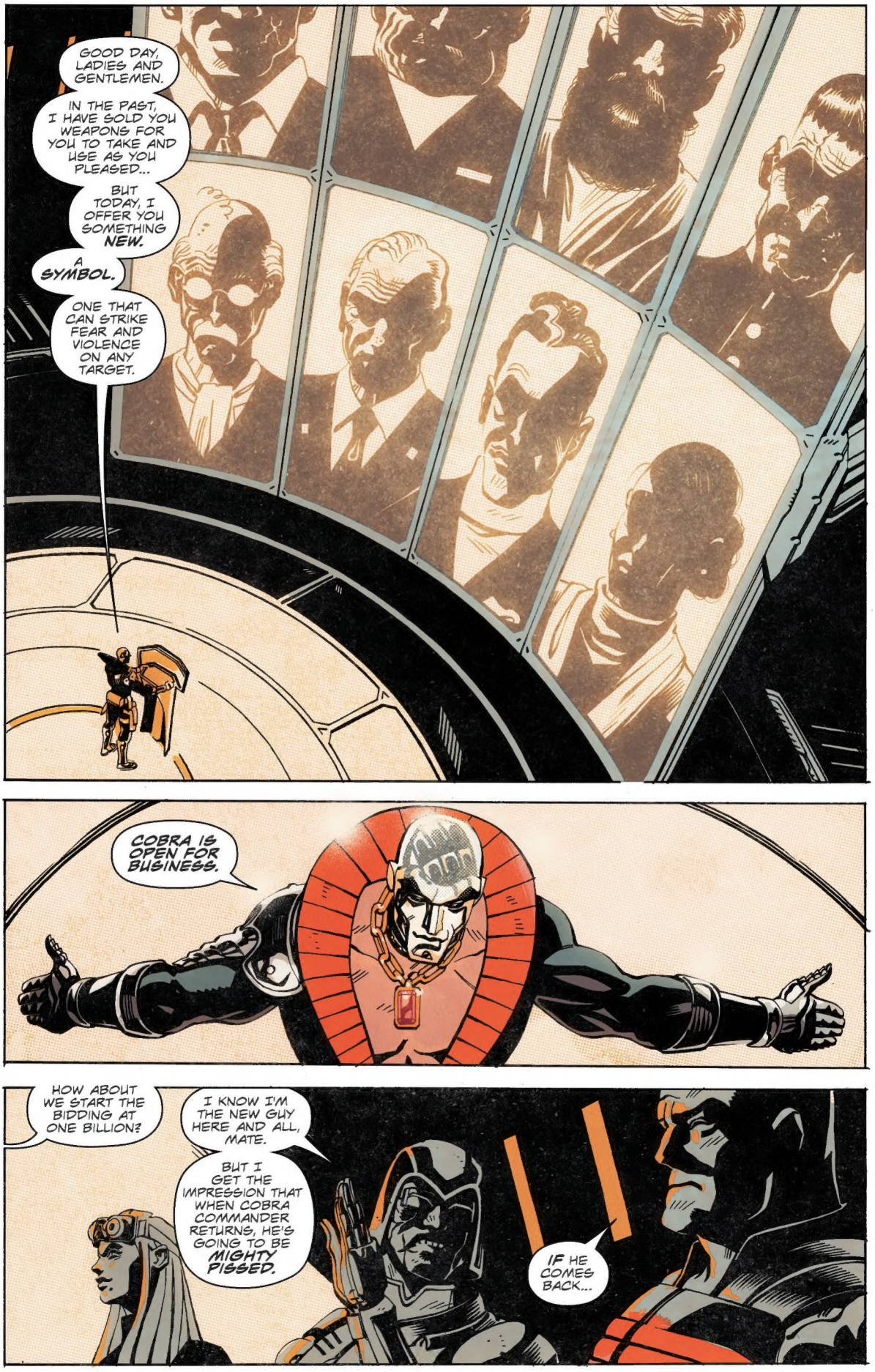
**JIM VALENTINO**
*VICE PRESIDENT*

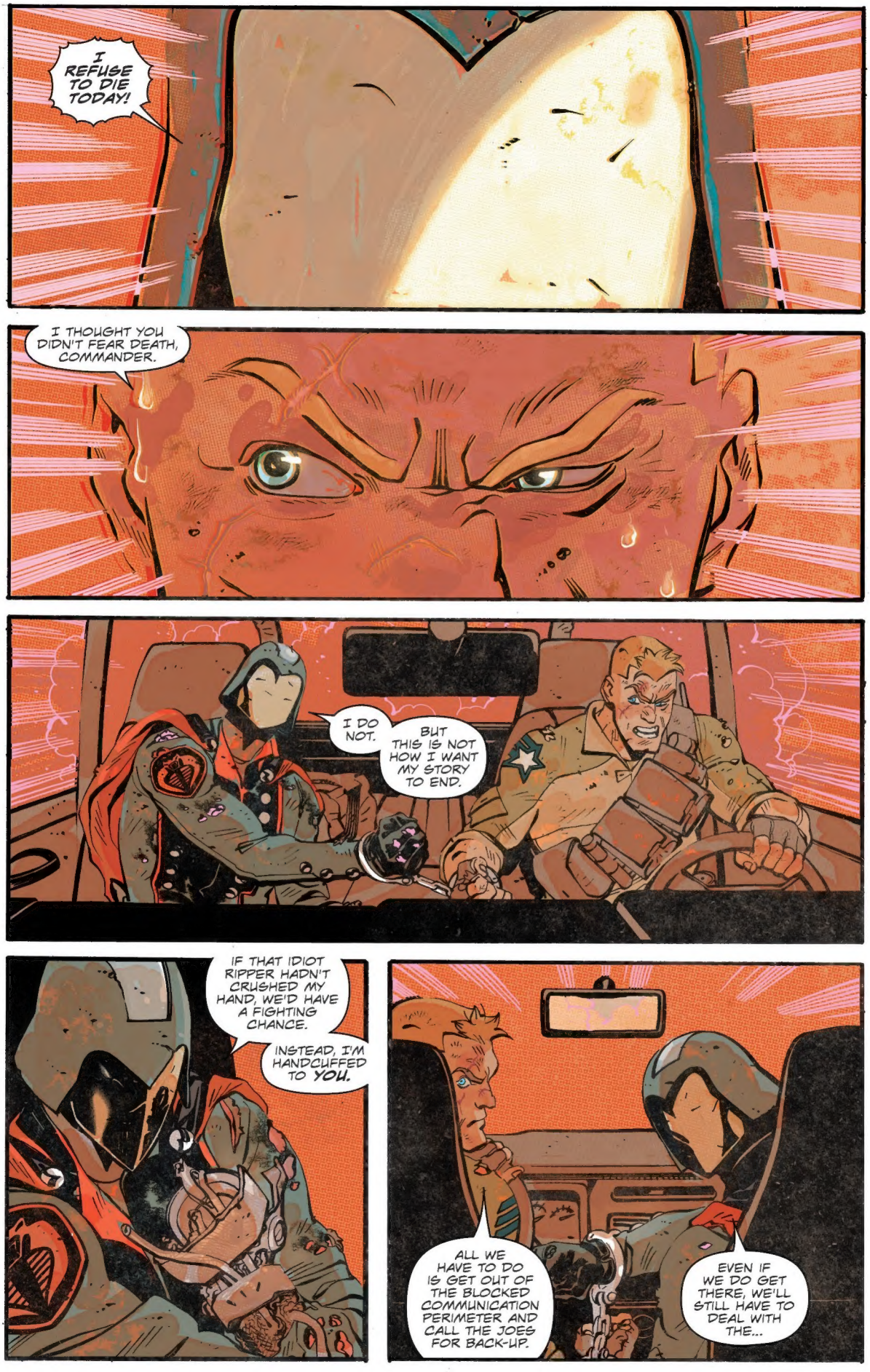
**ERIC STEPHENSON**
*PUBLISHER / CHIEF CREATIVE OFFICER*

**IMAGECOMICS.COM**

*G.I. JOE #14. NOVEMBER 2025. PUBLISHED BY IMAGE COMICS, INC. OFFICE OF PUBLICATION:PO BOX 14457, PORTLAND, OR 97293. G.I. JOE AND HASBRO AND ALL RELATED TRADEMARKS AND LOGOS ARE TRADEMARKS OF HASBRO, INC. ©2025 HASBRO. IMAGE COMICS® AND ITS LOGOS ARE REGISTERED TRADEMARKS AND COPYRIGHTS OF IMAGE COMICS, INC. ALL RIGHTS RESERVED. NO PART OF THIS PUBLICATION MAY BE REPRODUCED OR TRANSMITTED IN ANY FORM OR BY ANY MEANS (EXCEPT FOR SHORT EXCERPTS FOR REVIEW PURPOSES) WITHOUT THE EXPRESS WRITTEN PERMISSION OF IMAGE COMICS, INC. ALL NAMES, CHARACTERS, EVENTS AND LOCALES IN THIS PUBLICATION ARE ENTIRELY FICTIONAL. ANY RESEMBLANCE TO ACTUAL PERSONS (LIVING OR DEAD), EVENTS OR PLACES, WITHOUT SATIRIC INTENT, IS COINCIDENTAL. DIGITAL EDITION.*

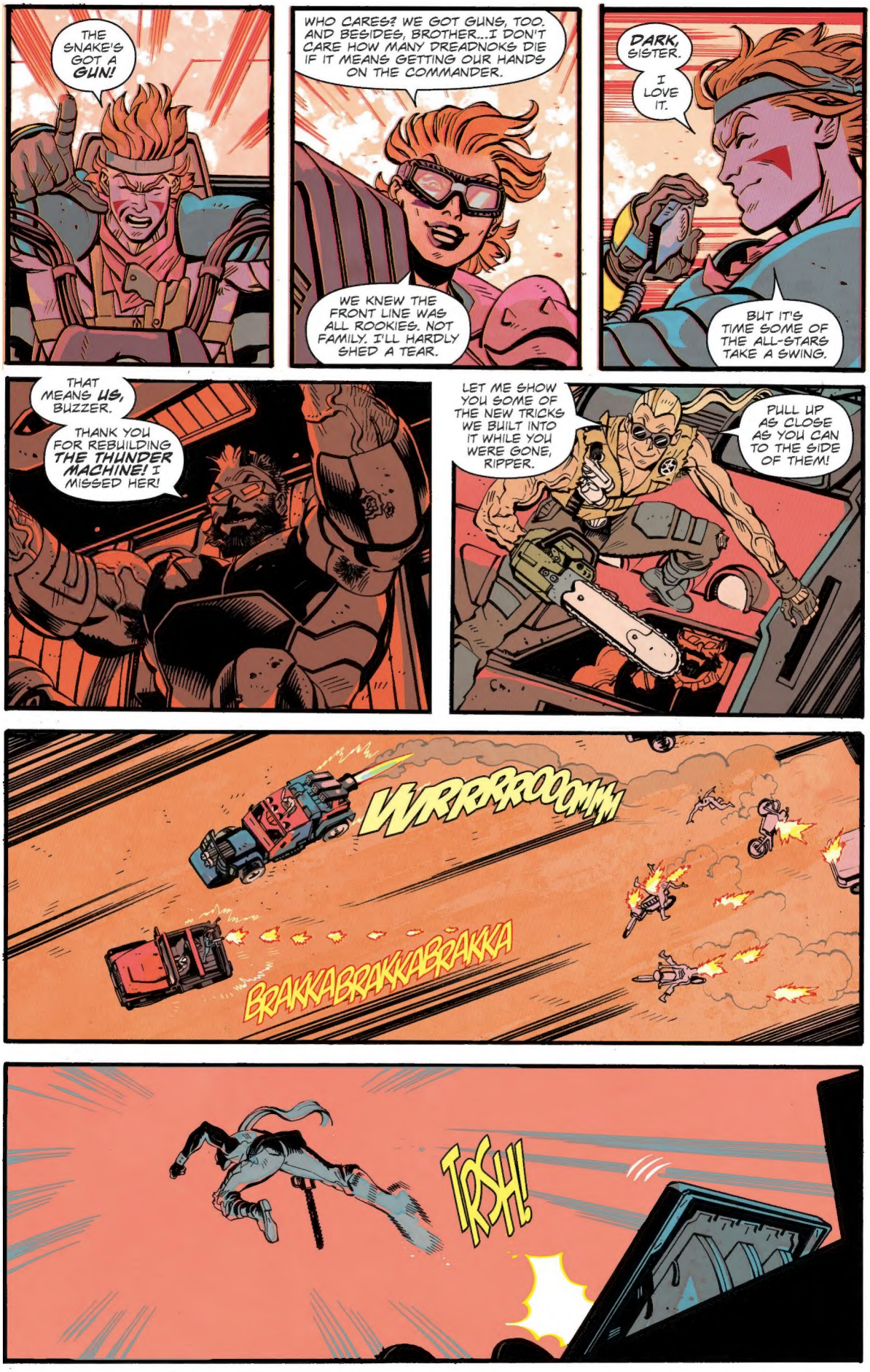

WHAT'RE YOU TALKING ABOUT, MATE?
WHAT MAKES YOU IN CHARGE?
ALL WILL BE REVEALED IN TIME, MAJOR BLUDD.
WHILE OUR DEAR COMMANDER IS AWAY, COBRA MUST CONTINUE TO ADVANCE TOWARD THE FUTURE.
SPEAKING OF WHICH, I HAVE A MEETING TO ATTEND.
BOSS, DON'T YOU THINK THIS IS A BIT PREMATURE?
WE DON'T KNOW IF RIPPER DID THE JOB. LET ME GO AND FIND A BODY FIRST.
FORTUNE FAVORS THE BOLD, MERCER.
AND I'M NEVER ONE TO TURN DOWN A FORTUNE.
WATCH.
LEARN.

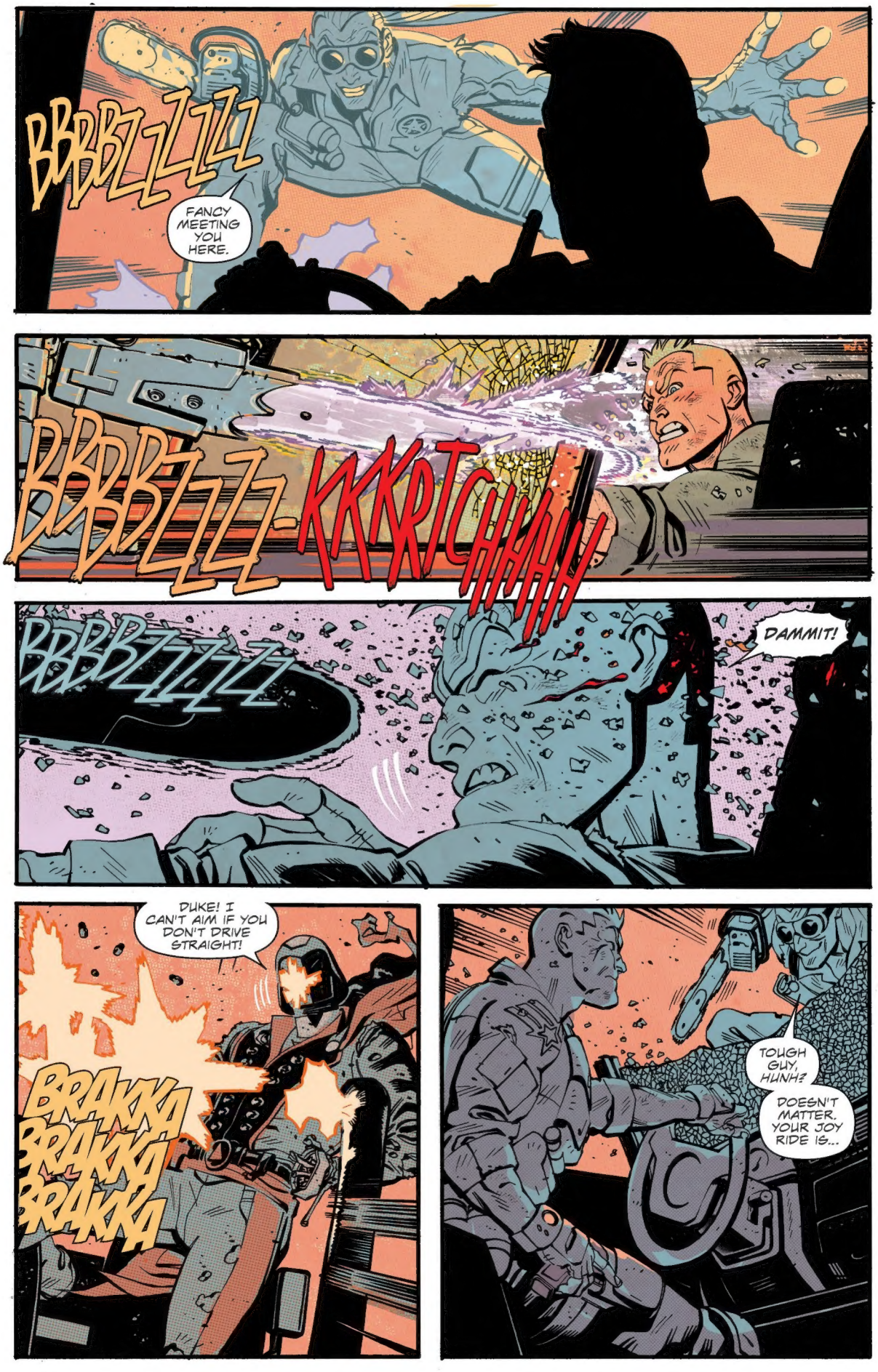

GOOD DAY, LADIES AND GENTLEMEN.
IN THE PAST, I HAVE SOLD YOU WEAPONS FOR YOU TO TAKE AND USE AS YOU PLEASED...
BUT TODAY, I OFFER YOU SOMETHING NEW.
A SYMBOL.
ONE THAT CAN STRIKE FEAR AND VIOLENCE ON ANY TARGET.
COBRA IS OPEN FOR BUSINESS.
HOW ABOUT WE START THE BIDDING AT ONE BILLION?
I KNOW I'M THE NEW GUY HERE AND ALL, MATE.
BUT I GET THE IMPRESSION THAT WHEN COBRA COMMANDER RETURNS, HE'S GOING TO BE MIGHTY PISSED.
IF HE COMES BACK...

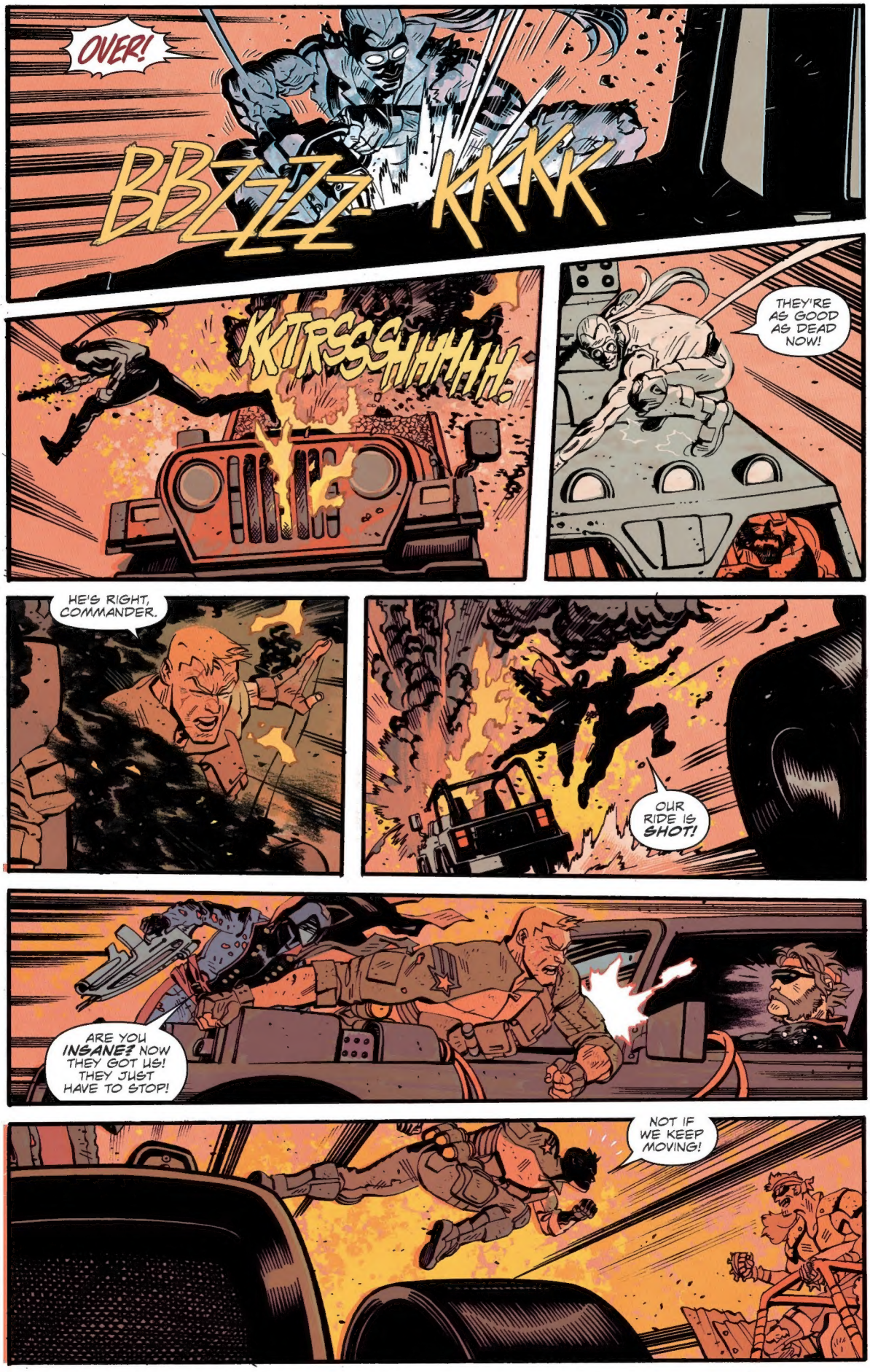

I REFUSE TO DIE TODAY!
I THOUGHT YOU DIDN'T FEAR DEATH, COMMANDER.
I DO NOT.
BUT THIS IS NOT HOW I WANT MY STORY TO END.
IF THAT IDIOT RIPPER HADN'T CRUSHED MY HAND, WE'D HAVE A FIGHTING CHANCE.
INSTEAD, I'M HANDCUFFED TO YOU.
ALL WE HAVE TO DO IS GET OUT OF THE BLOCKED COMMUNICATION PERIMETER AND CALL THE JOES FOR BACK-UP.
EVEN IF WE DO GET THERE, WE'LL STILL HAVE TO DEAL WITH THE...

VRRRROOOO

BRAKABRAKABRAKAB


THE SNAKE'S GOT A GUN!
WHO CARES? WE GOT GUNS, TOO. AND BESIDES, BROTHER...I DON'T CARE HOW MANY DREADNOKS DIE IF IT MEANS GETTING OUR HANDS ON THE COMMANDER.
WE KNEW THE FRONT LINE WAS ALL ROOKIES. NOT FAMILY. I'LL HARDLY SHED A TEAR.
DARK, SISTER.
I LOVE IT.
BUT IT'S TIME SOME OF THE ALL-STARS TAKE A SWING.
THAT MEANS US, BUZZER.
THANK YOU FOR REBUILDING THE THUNDER MACHINE! I MISSED HER!
LET ME SHOW YOU SOME OF THE NEW TRICKS WE BUILT INTO IT WHILE YOU WERE GONE, RIPPER.
PULL UP AS CLOSE AS YOU CAN TO THE SIDE OF THEM!
VRRRRROOOMM
BRAKKABRAKKABRAKKA
TRSH!


BBBBZZZZ
FANCY MEETING YOU HERE.
BBBBZZZZ-KKKRTCHHHH
BBBBZZZZ
DAMMIT!
DUKE! I CAN'T AIM IF YOU DON'T DRIVE STRAIGHT!
BRAKKA BRAKKA BRAKKA
TOUGH GUY, HUNH?
DOESN'T MATTER. YOUR JOY RIDE IS...

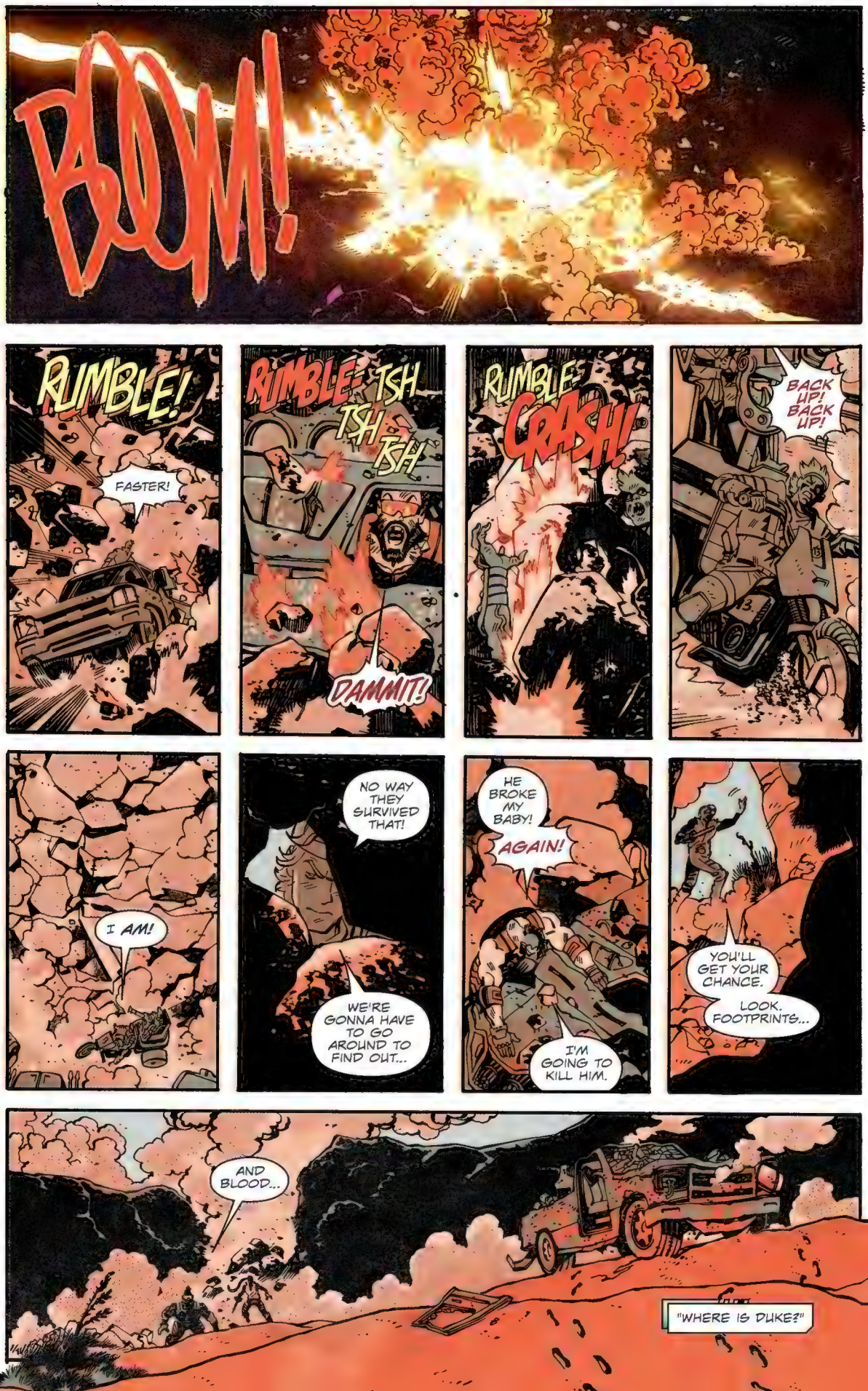

OVER!
BBZZZZ-
KKKK
KKTRSSHHHHH.
THEY'RE AS GOOD AS DEAD NOW!
HE'S RIGHT, COMMANDER.
OUR RIDE IS SHOT!
ARE YOU INSANE? NOW THEY GOT US! THEY JUST HAVE TO STOP!
NOT IF WE KEEP MOVING!

GO!

WHAT IS THAT MANIAC THINKING?

FINALLY!

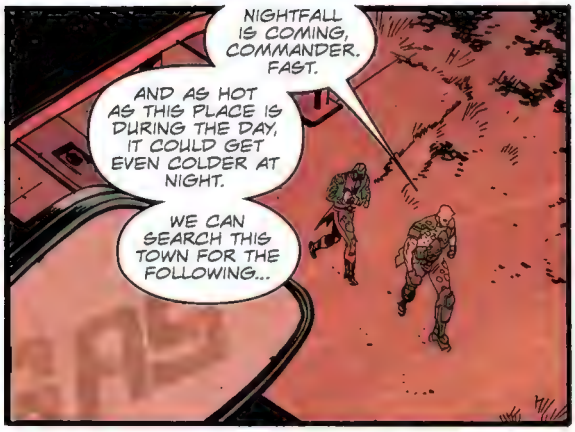
DON'T LET THEM FOLLOW US!
BANG BANG BANG BANG BANG BANG BAN
YOU'RE HEADED TOWARD THAT CANYON!
ARE YOU NUTS?!
HE'S NUTS!
WE'LL HAVE THEM TRAPPED!
VRRRRRRR
BANG BANG BANG BANG BANG BANG BANG BANG BANG BANG
VRRRRR
WELL, SHOOT.
I SEE WHAT YOU DID HERE, COMMANDER.
BANG BANG BANG BANG BANG BANG BANG

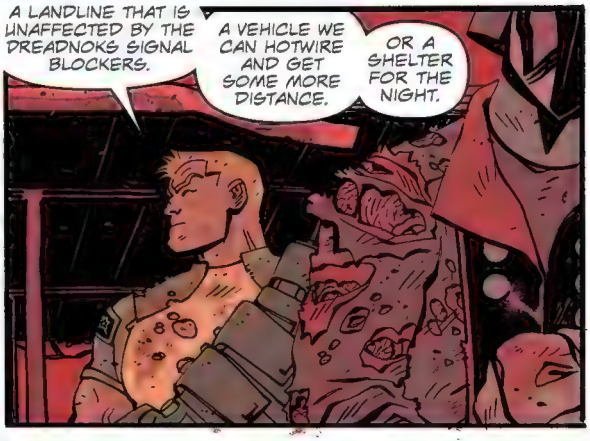

BOOM!
RUMBLE!
FASTER!
RUMBLE-TSH TSH TSH
DAMMIT!
RUMBLE-CRASH!
BACK UP! BACK UP!
I AM!
NO WAY THEY SURVIVED THAT!
WE'RE GONNA HAVE TO GO AROUND TO FIND OUT...
HE BROKE MY BABY!
AGAIN!
I'M GOING TO KILL HIM.
YOU'LL GET YOUR CHANCE.
LOOK. FOOTPRINTS...
AND BLOOD...
"WHERE IS DUKE?"

WHERE IS STALKER?
WHERE THE HELL IS G.I. JOE
COLONEL HAWK, SIR.
I APOLOGIZE. WE SHOULD HAVE TOLD YOU. STALKER IS ON A MISSION WITH RISK AND BARONESS. CHECKING OUT THE WRECKAGE FROM THE ROBOT FIGHTS IN CHICAGO.
AND DUKE?
WE GOT AN ENERGON SIGNAL IN THE DESERT. HE'S INVESTIGATING.
BUT... HE HASN'T CHECKED IN YET...
FAIR ENOUGH, LET ME KNOW IF DUKE DOESN'T CHECK IN BY MORNING.
BUT I HAVE OTHER PROBLEMS. LOTS OF CHATTER AMONG THE INTELLIGENCE COMMUNITY. STRANGE THINGS HAPPENING WITH COBRA AND DESTRO.
I'M BEING CALLED TO LANGLEY TO MEET WITH GENERAL FLAGG AND HIS STAFF TO REVIEW.
YOU WANT COVER GIRL AND ME TO GO WITH YOU, SIR?
NO. I CAN HANDLE A FEW BORING MEETINGS BY MYSELF.
BUT NOTIFY ME AS SOON AS DUKE RETURNS TO THE PIT.

CLOSED
ARE YOU SURE THIS IS A SMART DECISION?
RUN AWAY!

THIS IS A WASTE OF OUR TIME. WE NEED TO KEEP MOVING.
GET AS FAR AWAY FROM THE DREADNOKS AS WE CAN.


NIGHTFALL IS COMING, COMMANDER. FAST.
AND AS HOT AS THIS PLACE IS DURING THE DAY, IT COULD GET EVEN COLDER AT NIGHT.
WE CAN SEARCH THIS TOWN FOR THE FOLLOWING...


A LANDLINE THAT IS UNAFFECTED BY THE DREADNOKS SIGNAL BLOCKERS.
A VEHICLE WE CAN HOTWIRE AND GET SOME MORE DISTANCE.
OR A SHELTER FOR THE NIGHT.

I THINK YOU MEAN FOR OUR LAST STAND.
WHATEVER. JUST DON'T LEAVE MY SIGHT.
AND NO FUNNY BUSINESS.

I WOULD NEVER.
HM.

CREEK.
...are you here to play with donald...?
You can't play too rough...he'll get upset...
PIGS?

KRAK!

THUMP!
DREADNOKS...
COMMANDER, TIME TO GO. NOW.
YOU SHOULDN'T BE HERE.
YOU UPSET DONALD.
SO, HE CAME RUNNING TO ME...

SORRY ABOUT YOUR FRIEND...
BUT MY BABIES GOTTA EAT.

# STRAIGHT SHOOTERS

**DIRECT ALL CORRESPONDENCE TO: GIJOE@SKYBOUND.COM**

**Hello again! I can still feel that hit Cobra Commander took from that cinder block hammer, phew. I hope you all enjoyed our second chapter of the epic DREADNOK WAR! Joshua Williamson and Ben Abernathy reporting for letter column duty!**

***HELL YEAH! ROAD PIG!***

***Hope you enjoyed our very action packed issue that ended on some horror! And we're only at the start of this wild story!***

Dear Straight Shooters (Sean/Ben, Josh, et all)

I really enjoy this corner of the EU you're building here, as I have never been into the 'Joe-verse' like this before. I mean 75% of my Joe knowledge comes from the album "Welcome to Cobra Island". So, thank you for making characters and stories worth investing in.

Congrats on locking up Tom! I have enjoyed his and Andrea's artwork to date. The EU; it's got a place for everything, and everything in its place (so far). I love how you have found ways to connect the three pillars of the EU together without crowding or distraction from the core plots & sub-plots at the focus of each title/book.

Seeing these separate universes slowly start weaving together but still remain focused on their native characters is like having all the dogs pulling the sled--I feel like the EU is in high gear! Speaking of dogs, you've had a bot, Hound, in this book (even as an easter egg on the issue 1 main cover... sneaky buggers). Hound's G1 character design is unmistakably a direct fit for G.I. JOE. So, Q1: Will we see alt modes shift for book jumping 'bots in the future? ex: G1 Hound updating as an EU Vamp?, and other 'bots *looking at you Bruticus & Superion* that already have military hardware alt forms as these universes become more intertwined and further developed? I mean Hasbro has already done a toy X-over collaboration with a few characters...like Soundwave as the Dreadnok's Thunder Machine, Megatron as a H.I.S.S. Tank etc. These all got sweet 3 ¾ re-issue carded O-ring figures as well, which leads me to… Q2: with the Dreadnok war coming, will we see a new Thunder Machine (it was blown up in CC3 right?) in the EU? Maybe one more or less like the TF/Joe collab? Er, maybe that's a cluster of separate questions, but more on those toy-tie-in thoughts and characters at the bottom.

**Q1: No plans right now, but who can ever know what the future holds?!**

**Q2: I think you now have your answer haha!**

I understand the slow burn; stories gotta move plots and character development simultaneously (your teams do this VERY well not only in their respective books but cohesively in the EU as a whole). But what a genius idea of going 2x monthly for the Dreadnok War! Did not see that coming. However, Q3; this arc aside--where is Scarlett and the Arashikage clan with that Energon artifact...? Are we waiting past issues 18-24 before we see them again?! While we are on things out of sight... Zartan is still in the wind...and I'm not saying, but just saying, I'm not entirely convinced an existing character in play ISN'T really Zartan doing what he does best...but I'm sure you will reveal Zartan in time--maybe even in this Dreadnok War arc?; slow burn as I said earlier, it makes his reveal hit harder.

**Q3: Keep reading, there's a plan!**

***What Ben said! Keep reading!***

So, that leaves me with another question; Q4; How do you decide what gets into the books on a monthly basis? I feel like there is a lot of "pins being put in" and ideas to be "circled back" on (and that's a compliment BTW). I can only imagine the panels and arcs left on the vision board--waiting for the right moment to make the printed pages. [Update: A few of the SDCC '25 spots have answered this question since I started writing this--are you really that far ahead in planning?! hahahaha]

***Lots and lots of planning and white boards. I keep a living document that is updated with our plans and moves to make sure we keep it all straight. My goal is to really reward the long term readers with stories that are earned and build.***

G.I. JOE has decades of source material to draw from and as much as I'd love to believe this book unfolds in a mechanically precise and predetermined fashion; I also believe that creatives purposely leave spaces for inspiration and spontaneity. So, Q5; Do the intrusive voices sometimes win? Raptor

comes to mind as one of the more recent examples...as I heard an interview with Josh about where this idea to include the accountant spawned. Follow-up with Q6; regarding Hasbro IPs. How much do you [Ben/Sean/Josh/Rob] integrate or try to align stories/characters with production (maybe vice versa?)? Is it all coincidental? I am seeing some synergy between the pages of the EU and Raptor/Cover Girl/Major Bludd/Mercer/and the B.A.T.s all getting toys out as the Joe books get released.

Thanks for reading my 2 cents while I live between Wednesdays waiting for new EU books to read.

Your buddy Gilesy
Hudson, QC. Canada

***Q5. Yeah, I sometimes will see a new design or toy and think about including them. But my bias usually starts with the stuff I loved as a kid. And then I look into who is the best fit for the story. AND…to not always do what is expected. Which is why we would introduce someone like Raptor.***

***Q6. Ben can talk about this more than I can, but Skybound and Hasbro have a lot of back and forth communication and sharing of future plans, for sure. Sometimes we get lucky and things really line up.***

**Hasbro's a great partner in keeping us informed on what's coming and we do our best to align when it organically works with our story plans**

---

Yo Joe,

Baroness stabbing Bludd with a knife to his good eye is one of the most badass, hardcore panels I've seen in a comic.

Still love that you haven't put Snake Eyes on a cover yet. But please put Chuckles on a cover.

Thank you,
Pete Buser

**Thanks, Peter! Major Bludd and his eyes have had a rough go of it so far haha.**

***The Major Bludd pieces are all part of a big plan. You'll see.***

---

Josh,
There's a lot missing from your G.I. Joe new series. Don't they go on actual missions--instead of being attacked or getting kidnapped all the time? It's very different from the early Hama GIJARAH run; and the current run. There was nothing like those early ARAH missions; and the newness--lacking sorely here--of introducing new Joes every few or several issues was AWEsome. How many Joes do you even have right now, after nearly a year? 5 or 6? Where are Scarlett, Snake Eyes, Jinx and others hiding? That said, issue #11 was good enough, once again! It's just that the whole focus and function of the series needs work! I really don't see why Scarlett, Snake Eyes, Stalker, etc. are MIA; they haven't been introduced yet? If this is G.I. Joe A Realistic American Hero, then maybe it's got a long ways to go. Night Force is a step in that direction, even if Flint, Lady Jaye and Beach Head will not be joining very soon. BTW, Night Force--I'm not sure if I've mentioned this before or not--is an old DC Comics series! Doesn't anyone have copyrights anymore? I'm sure you have, but in case you haven't: Go back a read the first 50+ issues of GIJARAH!! Nothing like it. Can't wait for Gung Ho to show up! And Steeler, Breaker, etc.

Cheers,
Andrew J. Shaw

**Always appreciate hearing from you, Andrew. Scarlett and Jinx have been introduced already, and we'll see more of them one of these days and Stalker's part of the main cast! (He was critically injured in the first issue and has been recovering slowly…in fact, he's about ready for active duty!)**

***ANDREW?! It's been so long! Thank you for writing!***

***We're trying to do something different from what they did on ARAH. This is the Energon Universe and we don't want to just repeat what has been done in the past. But the team will have some missions very soon!***

---

**And that's a wrap, folks! Brace yourself for the next issue…see you back here in TWO WEEKS!**

**-Ben**

***Two weeks and the war continues! These last two issues have been a LOT of action, and the next issue continues that. BUT we also get some cool character scenes with Duke and Cobra Commander! Pick up a copy at your comic book store! YO JOE!***

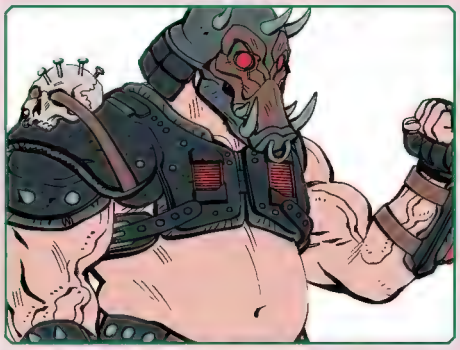
**-Joshua**

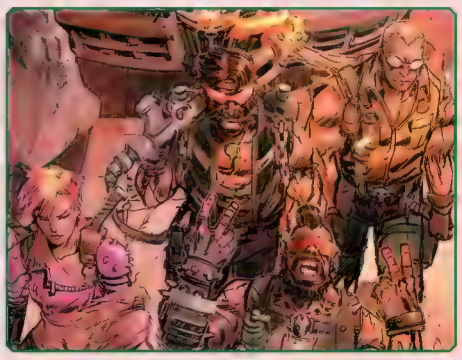
On the road again!

A road rage story featuring Cobra Commander and Duke vs the Dreadnoks is EXACTLY what the Energon Universe needed! Dreadnok War is the first, big epic event in the pages of G.I. JOE, and it's so hot, we had to double ship it...and having Tom Reilly and Jordie Bellaire return to the series makes this event even more monumental!

Ben!

-Ben Abernathy, Executive Editor





## CHARACTER SPOTLIGHT

**WHO:** Buzzer

**WHERE:** The violent and bloodthirsty Dreadnok might come from academia, but the addition of a chainsaw hand is a game changer for this barbarian!

**WHAT:** As the Dreadnoks leave the swamp and descend en masse on the Chihuahuan Desert, Buzzer's fire for revenge might burn brightest for both the loss of his hand and the slaughter of his brethren at the hands of Nemesis!

## WHO WAS THAT MASKED MAN!?

Fans have been clamoring for Road Pig since the COBRA COMMANDER series and boy what an introduction! Also, a fun fact that I'm always shocked by--Road Pig has never appeared in any of the cartoon shows. It makes his popularity even more impressive!

## CREATOR SPOTLIGHT

Q: Hey, Joshua Williamson--now that Dreadnok War is in full swing we have to ask... who is your favorite Dreadnok?

*A: That's easy: ZARTAN!*

## THE ENERGON UNIVERSE CHECKLIST

- ☐ VOID RIVALS #24 AVAILABLE 11/5
- ☐ G.I. JOE #14 AVAILABLE 11/19
- ☐ G.I. JOE #15 AVAILABLE 12/3
- ☐ TRANSFORMERS #26 AVAILABLE 11/12

# EXPLORE THE ENERGON UNIVERSE

ROBERT KIRKMAN'S ALL-NEW **TRANSFORMERS** AND **G.I. JOE** SHARED UNIVERSE CONTINUES EVERY MONTH IN THESE TITLES!

PRE-ORDER UPCOMING RELEASES WITH YOUR LOCAL COMIC SHOP NOW!

skybound.com | @skyboundent | @skyboundent

TRANSFORMERS, G.I. JOE and all related characters are trademarks of Hasbro and are used with permission. © 2025 Hasbro. All rights reserved. SKYBOUND and all related images are owned by Skybound, LLC. IMAGE COMICS and all related images are owned by Image Comics, Inc. All rights reserved.

ROBERT KIRKMAN
DAN MORA
MIKE SRICER
TRANSFORMERS
image
#27
$3.99US
D.NA
7.25
ON SALE DECEMBER 10

DREADNOK WAR
PART 4 OF 5
JOSHUA WILLIAMSON
TOM REILLY
JORDIE BELLAIRE
G.I. JOE
image
#16
$3.99US
ON SALE DECEMBER 17

ROBERT KIRKMAN AND ANDREI BRESSAN BEGIN

# THE QUINTESSON WAR!

# VOID RIVALS

## #25

THE ENERGON UNIVERSE CHANGES DECEMBER 2025

VOID RIVALS and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2025 Hasbro. All rights reserved. SKYBOUND and all related images are owned by Skybound, LLC. IMAGE COMICS and all related images are owned by Image Comics, Inc. All rights reserved.

COME FOR THE TALKING GUN!
STAY FOR THE ALL-OUT INSANITY!
BLOOD & THUNDER
"Blood (the bounty-hunter lady with anger issues) and Thunder (her talkative but ethical gun) get into trouble and look just fantastic doing it."
– KIERON GILLEN (Power Fantasy)
BLOOD & THUNDER VOL. 1
AVAILABLE NOW
image

©2025 ROBERT KIRKMAN, INC., BENITO CERENO & E. J. SU. ALL RIGHTS RESERVED. IMAGE COMICS® AND ITS LOGOS ARE REGIST
TRADEMARKS OF IMAGE COMICS, INC. SKYBOUND™ AND ITS LOGOS ARE © OF SKYBOUND, LLC. ALL RIGHTS RESERVED.

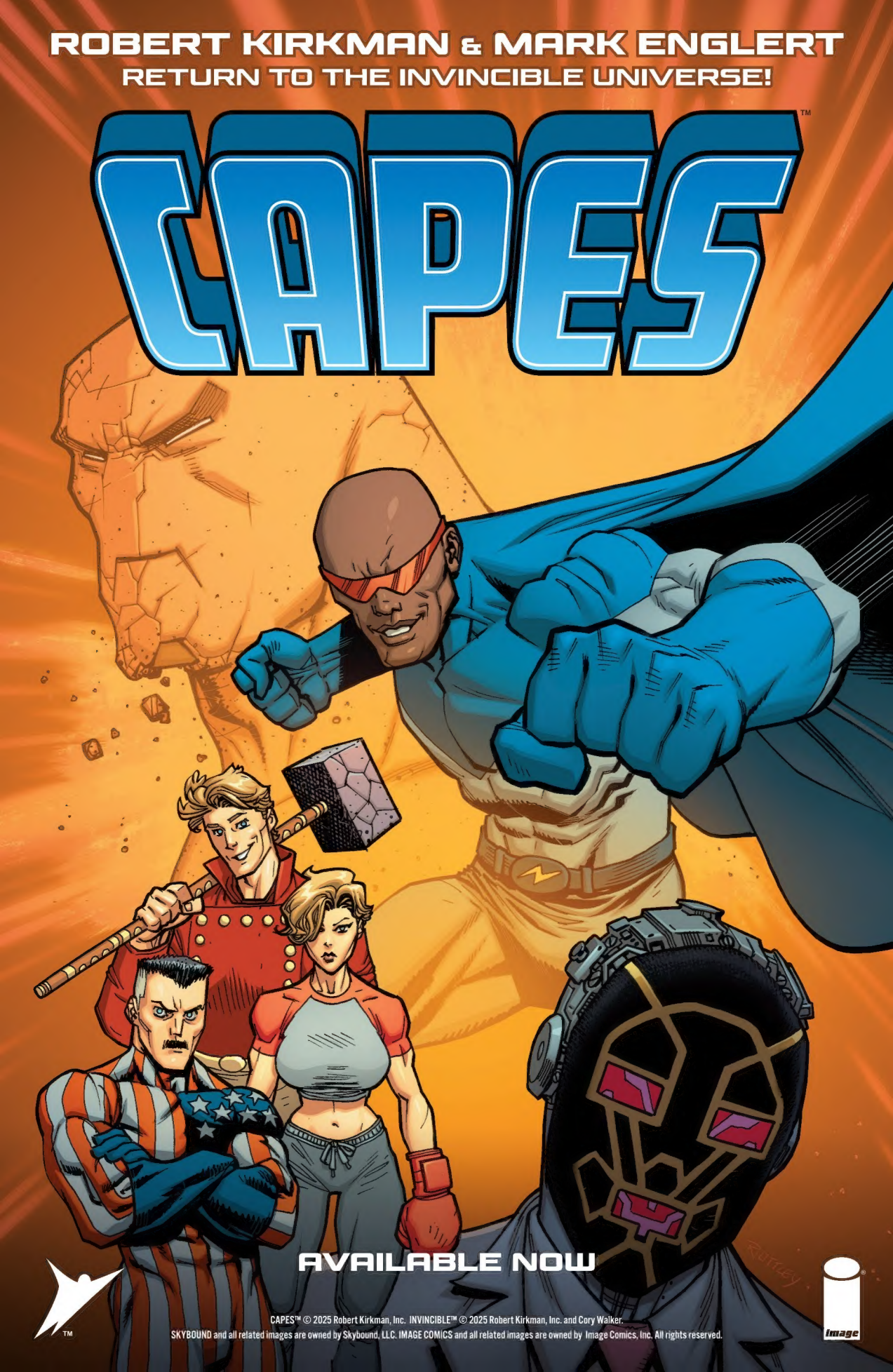
**ROBERT KIRKMAN** AND **RYAN OTTLEY** PRESENT
THE MOST DEMANDED INVINCIBLE STORY OF ALL TIME

# INVINCIBLE UNIVERSE BATTLE BEAST™

"...the return to the Invincible franchise that fans have been clamoring for"
-Screen Rant

**VOLUME 1 AVAILABLE NOW**

BATTLE BEAST™ © 2025 Robert Kirkman, Inc. and Ryan Ottley. INVINCIBLE™ © 2025 Robert Kirkman, Inc. and Cory Walker. SKYBOUND and all related images are owned by Skybound, LLC. IMAGE COMICS and all related images are owned by Image Comics, Inc. All rights reserved.


ROBERT KIRKMAN & MARK ENGLERT
RETURN TO THE INVINCIBLE UNIVERSE!
CAPES™
AVAILABLE NOW
CAPES™ © 2025 Robert Kirkman, Inc. INVINCIBLE™ © 2025 Robert Kirkman, Inc. and Cory Walker.
SKYBOUND and all related images are owned by Skybound, LLC. IMAGE COMICS and all related images are owned by Image Comics, Inc. All rights reserved.
image

# COLLECT ALL THESE EXCITING ENERGON UNIVERSE COVERS

COVER A

TOM REILLY

COVER B

ERIC CANETE

COVER C

BEN OLIVER

COVER D

JESUS MERINO
& ADRIANO LUCAS

COVER E

CARMINE DI GIANDOMENICO

## AVAILABLE NOW WHEREVER COMICS ARE SOLD

Licensed by:

G.I. JOE and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2025 Hasbro. All rights reserved. SKYBOUND and all related images are owned by Skybound, LLC. IMAGE COMICS and all related images are owned by Image Comics, Inc. All rights reserved.